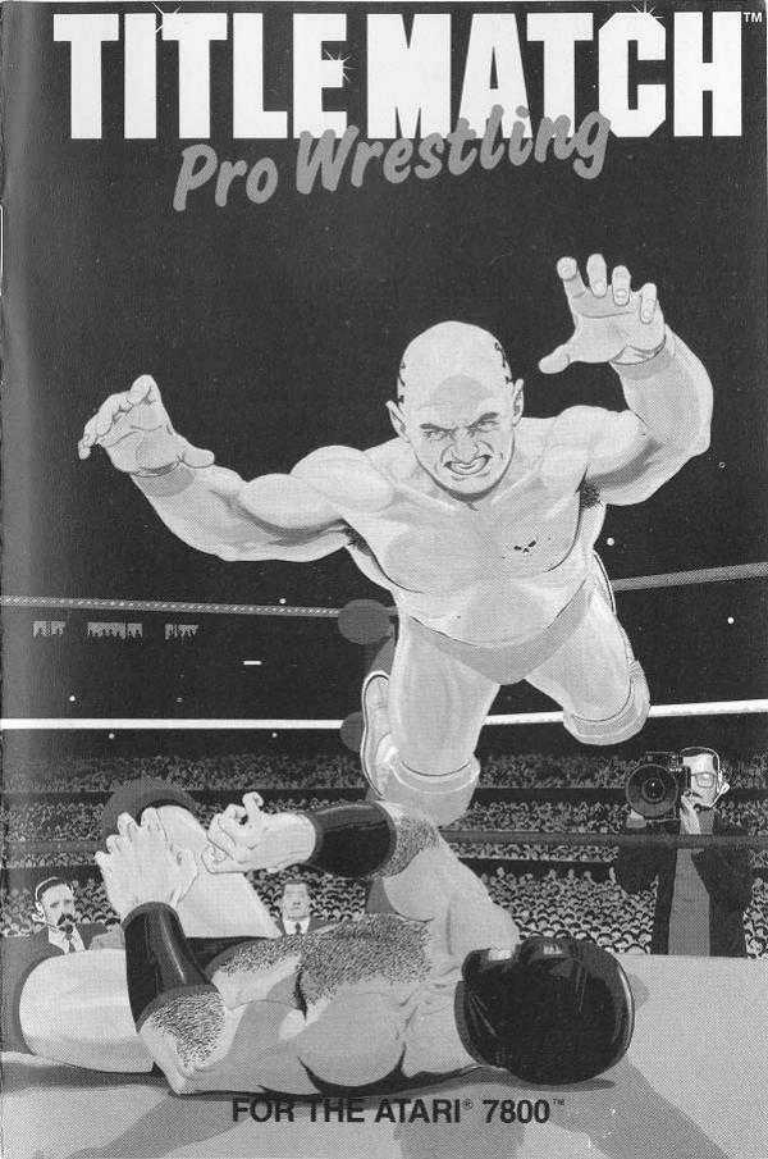
TITLE MATCH™

Pro Wrestling



FOR THE ATARI® 7800™

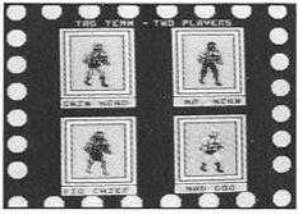
TONIGHT'S THE NIGHT

"...the screams of the crowd shake the arena as the Title Belt contenders circle one another. Mad Dog makes the first move smashing his fists into Skin Head's chest who gasps for air, then retaliates with a shin cracking kick. Mad Dog growls and grabbing from behind drags Skin Head across the ring whipping him around in an airplane spin; letting go so he flys into the ropes and bounces back to meet Mad Dog's concrete forearm across his neck... a perfectly executed clothesline. Wasting no time Mad Dog elbow drops him. Skin Head's face winces in pain as he fights his way up and staggers to his corner to tag his partner in. Big Chief takes the tag, grabs Mad Dog lifting him over his head and body slams him into the mat. Mad Dog's stunned, he's not getting up. Big Chief, looking for the pin, climbs the ropes for a dive. As he lunges into the air, Mad Dog scrambles to his feet and Big Chief's sweaty red skinned body splatters on the empty mat..."

INSTRUCTIONS

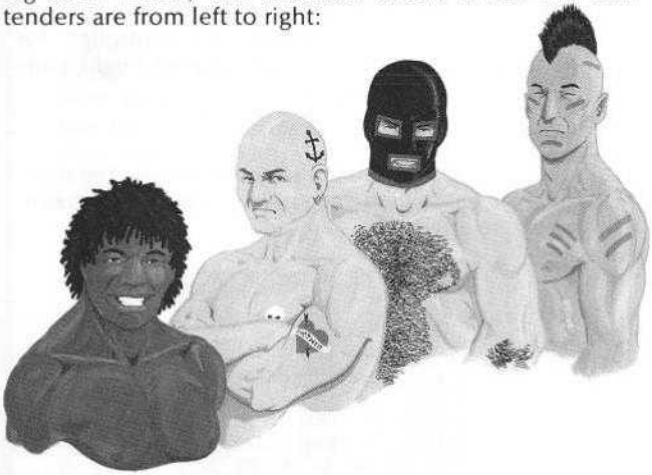
TO BEGIN

1. With the power off, insert the *TITLE MATCH*™ cartridge into your Atari® 7800™ game system according to manufacturer's instructions.
2. Plug joystick into port labeled "left controller" for one player; another into port labeled "right controller" for two players.
3. Turn power on.
4. Press "SELECT" to go to the selection screen. The message at the top of the screen displays the type of match currently selected:



1 One on one–Two player.
2 Tag team–2 player
*3 One on one–One player
*4 Tag team–One player
*You play against the computer.

Pressing "SELECT" will cycle you through the match selections. Once you have selected a match, choose your wrestlers beginning with player No. 1 (the person using the left joystick). Move the joystick to highlight your selection and then press the joystick button. Once player No. 1 has selected a wrestler, it is player No. 2's turn. In a tag team match, this selection occurs twice. The contenders are from left to right:



Mad Dog - From Mad Dog, Louisiana, and weighing in at a whopping 390 lbs., this redneck husky vows to "chew up and spit out" *anyone* who tries to tangle with him.

Skin Head - Weighing in at 265 lbs., from Cowpoke, Idaho, this farmboy was brutally forced to shave his head after losing in a cow-tipping contest. To overcome his humiliation, Skin Head turned to wrestling at the age of 9, and today is one of the most feared wrestlers of our time.

Mr. Mean - Currently weighing in at 320 lbs., from Hoboken, New Jersey, Mr. Mean acquired virtually all of his early training on the streets, defending himself against *slime*.

Big Chief - One part Apache and one part hulk, from Big River, Utah, he is merciless at 420 lbs. Big Chief pow wow doesn't miss a trick - he will crush you without a second's thought.

5. Once contenders have been chosen, the arena screen is displayed and the match can begin. At any point during gameplay, pressing "RESET" will restart the currently selected match.

TAKING THE BELT

Each wrestler's strength is displayed by power bars on the scoreboard. The upper bar represents the strength of wrestler No. 1 (left joystick), and the lower bar represents the strength of wrestler No. 2 (right joystick or computer). Your challenge will be to sustain your strength while depleting your opponent's. **Strength, used in combination with skillful manuevering will enable you to pin your opponent.** Next to each wrestler's power bar is a digit representing how many times the opposition has fallen. Pinning your opponent for 3 counts will constitute a fall. The rule for winning a match is best out of three falls.

YOUR CONTROLS

There are two modes of joystick control used during gameplay. The first is **"joystick mode"**, which is simply moving the joystick around. Your wrestler's movement or pattern will correspond to that of your joystick. The second is **"button mode"**. To switch from joystick into button mode you must first release the joystick. Then press the button and use one of the four joystick positions to execute a move. To use button mode in succession, you must release both the button and the joystick and then press the button and move the joystick again. The following instructions will refer to button mode as either "button mode up, down, right or left."

SOFTENING YOUR OPPONENT

Once the match begins, your wrestlers can walk around the ring in joystick mode. Make your wrestler punch with button mode up, and kick with button mode down. You can "soften" your opponent with these moves by knocking down his strength, while maintaining your own.

THE HEAD LOCK

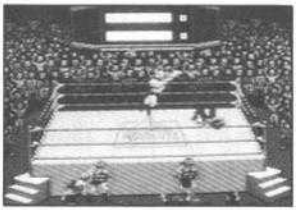
With the exception of punching and kicking, you must first grab your opponent into a *head lock* before making a move against him. Do this by moving your wrestler right next to his opponent, release the joystick, and in button mode, grab by

directing the joystick toward the opponent. (To release your opponent you must re-activate button mode, this time directing the joystick toward your own wrestler). Once you have captured your opponent in a head lock, you can drag him around the ring in joystick mode. Using button mode down, *canvas slam* your opponent.

"AROUND HE GOES..."

While you have him in a head lock, direct the joystick towards your opponent in button mode to swing him into an *airplane spin*. Switch to joystick mode by releasing the button and throw your opponent. You can swing your opponent just a little to bounce him off of the ropes or swing him around many times and then let go to send him bouncing into the ropes and then flying back across the ring! When your opponent bounces off the ropes, get in his path and press the button before he passes you to *clothesline* him and knock him to the canvas.

NOTE: When *caught* in a head lock, you must use **Muscle Mode** to generate the extra power needed to escape. See **Muscle Mode.**



"HE'S FLYING HIGH!"

To *power lift* your opponent, get him into a head lock and use button mode up. Once he is overhead, use joystick mode to carry your opponent around the ring. Using button mode up, you can *back drop* and pin your opponent. Or - use button mode down for a *body slam*. Carry your opponent to one of the top corners of the ring and use button mode down to throw him out of the ring.

"HE'S DOWN..."

With your opponent down, in joystick mode you can walk freely around the ring. Position your wrestler right next to his opponent and use button mode up to power lift him, or use button mode left or right to grab him into a head lock. Use button mode down to *elbow drop* and pin your opponent.

NOTE: When a wrestler is down, he can use **Muscle Mode** to generate the additional strength needed to get back up. See **Muscle Mode.**

"HE'S UP ON THE ROPES!"

If your opponent is down and you are away from him at the very top or very bottom of the ring, you can climb onto the ropes using button mode up. Once on the ropes, joystick mode left or right allows you to walk back and forth. Use button mode down to climb off of the ropes, or use button mode up to do a *rope dive* and pin your opponent.

SWITCHING WITH TAG TEAM PARTNERS

When competing in a tag team match, move your wrestler to his corner at the bottom of the ring and use button mode down to switch with your tag partner. *A good time to do this is when your strength is down, but remember that your partner must be at maximum strength in order to switch. You can tell that your partner's strength is up by walking near your corner. If your partner attempts to follow you, then he has fully regained his strength.*

MUSCLE MODE

When your opponent is down or in a head lock, he can escape by putting "muscle mode" into action. Muscle mode is executed by jiggling the joystick left and right very fast. Jiggling the joystick provides extra strength to be used in combination with the wrestler's already existing strength. The following are situations in which you will find it necessary to utilize muscle mode:

- When your opponent has gotten you into a *head lock* - If your strength combined with your extra power from using muscle mode exceeds the strength of your opponent, you can break away. **Example:** if you have more strength than your opponent and he grabs you, minimal muscle will be needed for you to break away.
- To get back up when you are down on the canvas - If you already have at least half of your strength, little muscle is needed to get back up. With less then half your strength available, you must work harder in muscle mode to get back up.

- When you are pinned - If your strength combined with the extra muscle generated by using muscle mode exceeds that of your opponent, you will succeed in escaping.
- When you have your opponent pinned - In this situation, muscle mode is used offensively. This is a muscle mode competition, in which you, the aggressor, are trying to maintain your pin for three seconds, while your opponent is trying to escape.

SOME STRATEGIC ADVICE FROM THE EXPERTS...

- Keep in mind that certain offensive moves, such as power lifting, or holding your opponent in an airplane spin for an extended period of time will use up a lot of your own strength, while increasing your opponent's. Try to use less expensive moves such as punching and kicking to soften your opponent, so that when the time comes, you will have enough strength to pin him.
- Pin your opponent unexpectedly to get a head start in in Muscle Mode competition.

- In tag team competition, if you know that your opponent's tag partner is weak, throw your opponent out of the ring. This will force his partner into the ring, allowing you to take advantage of the competition's weakened condition.
- In tag team competition, if you know that your opponent is weak, guard his corner to prevent him from switching with his tag team partner.

POSITION	JOYSTICK CONTROL MODE				
Your Wrestler's Position	Joystick Mode	Button Mode	Button Mode	Button Mode	Button Mode
Free	Walk Around Ring	Punch	Kick	Grab - Head Lock	Grab - Head Lock
Holding Opponent in Head Lock*	Drag Him Around Ring	Power Lift	Canvas Slam	Towards Opponent - Airplane Spin / Away From Opponent Let Go of Him	
Holding Opponent Overhead	Carry Him Around Ring	Back Drop	Body Slam		
Swinging Opponent - Airplane Spin	Throw Into Ropes	Continue Airplane Spin	Continue Airplane Spin	Continue Airplane Spin	Continue Airplane Spin
Opponent - Down*	Walk Around Ring	Power Lift	Elbow Drop And Pin Opponent	Grab - Head Lock	Grab - Head Lock
Up On Ropes	Walk Around Ropes Left, Right	Rope Dive	Climb Down From Ropes		
Opponent Pinned**	Muscle Mode	Get Up	Get Up	Get Up	Get Up

* *Opponent can use Muscle Mode*

** *Both players can use Muscle Mode*

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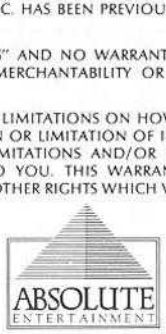

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